Jabrecia Washington

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Objective:
Seeking a game development co-op position during the summer semester (May–August).

Education:
Rochester Institute of Technology (RIT), Rochester, NY   Expected May 2024
Bachelor of Science, Game Design and Development

Skills:

Programming Languages: **C#, HTML5, CSS**
Tools: **Visual Studio, Visual Studio Code, Adobe After Effects, Adobe Illustrator, Autodesk Maya, Unity, Adobe Photoshop, GIMP, Adobe Substance Painter**

Projects:
Clouds of Personality *Hackathon Project*   09/2021 – 09/2021
- Independently developed an interactive website that matches the user with a cloud based on their MBTI personality type
- Implemented basic site functionality and navigation using HTML properties
- Curated visual design aspects such as the site font, color palette, images, and layout to coincide with the theme and implemented them using CSS properties
- Currently working to make the site more responsive and accessible on multiple devices

Palingenesis *Academic Project*   02/2021 – 05/2021
- Created a fantasy bullet hell in C# using Visual Studio's Monogame environment with a team of 5
- Acted as the team's producer, organized submission materials, tracked work, set deadlines, used Github to keep track of tasks
- Contributed to the process of refining and simplifying code, created 2D assets, worked to improve product efficiency, contributed to diagnostic process, collaborated on final product design

Experience:
Sonic Drive-In *Crew Member*   06/2021 – 07/2021
- Provided fantastic customer service and satisfied all customer requests
- Solved disputes amongst customers and staff and dealt with customer grievances
- Maintained cleanliness in and out of the restaurant